



HOW TO PLAY "ZOAR"

- -The year is 2020 AD
- -"ZOAR" is one of the last survivors of Federation defenses. HE is the best pilot in the swiftist and most deadly aircraft in a future world.
- -"ZOAR" is flying an aircraft that will give you 3-dinensional play. The joy stick moves the craft from left to right and raises or lowers altitude.
- -The LOWER ZOAR flies the faster he attacks.
- -The fire button will shoot rockets at the Dynasty airships. They, too, are changing altitude.
- -The bomb button will destroy Dynasty vessels and ground installations.
- -TOUCH landing strip for extra points!
- -USE accelerate button for additional speed.

Large Red Airship--500 points

Small Airship --300 points

PT Boats -- 80 points

Submarine --100 points

Destroyer --100 points

Aircraft Carrier --500 points

Control Tower -- 50 points
Missile Launcher -- 80 points
Fuel Dump -- 150 points
Missile Silo -- 300 points

I. POWER SUPPLY

+5V 5A

+12V lA (INCLUSIVE OF AUDIO AMP.)

II. CRT MONITOR

- 1) COLOR SIGNAL R.G.B. SEPARATION
 BALCK 0 +2V
 IMAGE SIGNAL +2.5V +4V
- 2) SYNCHRONIZE SIGNAL ... COMPOSITE

 0 0 0.5V

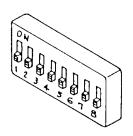
 1 +3V +5V
- 3) SCREEN IMAGE SIZE

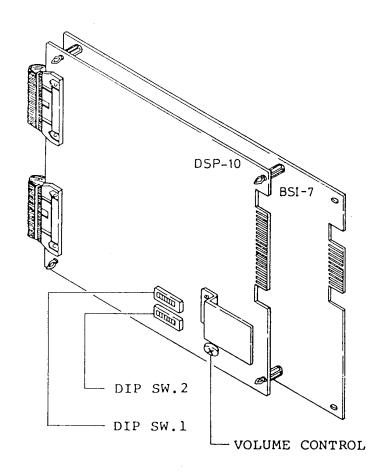
 IMAGE CAN BE SHRUNK BOTH HORIZONTALLY & VERTICALLY
 BY 10%. ADJUST MONITOR TO WIDEN THE SCREEN IMAGE.

III VOLUME CONTROL

INCREASE



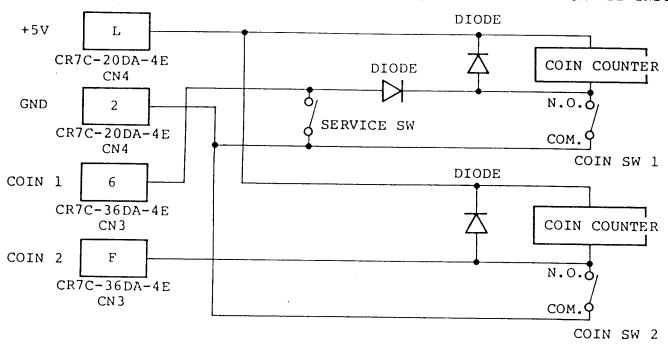




TV. EXAMPLE OF STANDARD CONNECTION

Terminal Nos.

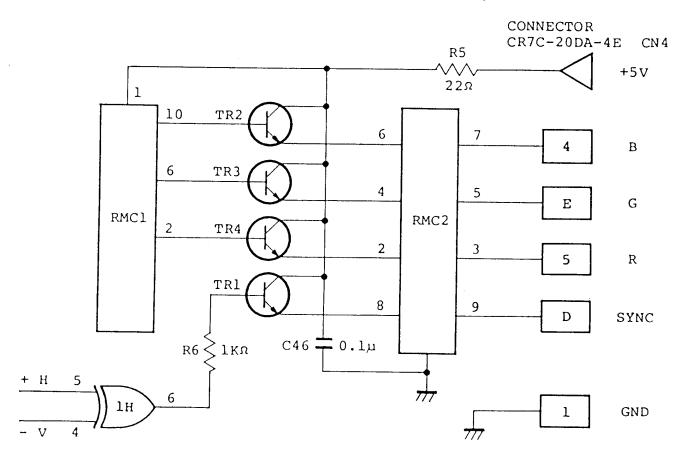
1) TWO(2) COIN SWITCHES CAN BE INSTALLED.

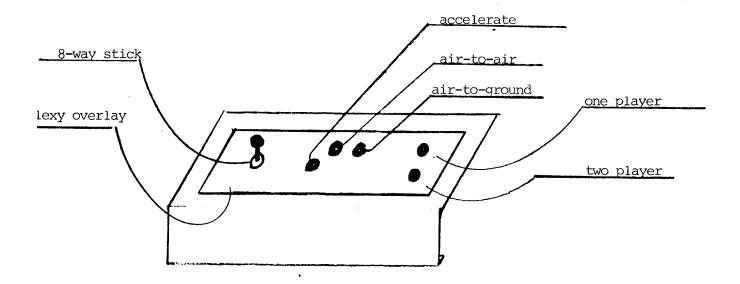


2) MONITOR CONNECTION

MONITOR IN-PUT COMPOSITE SIGNALS-HORIZ/VERT ON +5V CIRCUIT CAN BE CONNECTED.

CIRCUIT DIAGRAM OF EACH SIGNAL SHOWN BELOW.





* be certain that dip switch settings are correctly resitioned since there is an unused option to eliminate the accelerate button and separate air-to-air /air-to-ground buttons.

8 way stick							
LEVER	PLAYERS CRAFT						
left	left						
right	right						
up	low						
down	high						

- * FOR COCKTAIL TABLE: up/down movement is reversed when #7 key on dip switch #1 is turned off.
- * Accelerate button allows swifter left/right and high/low movement.
- * air-to-air button shoots opposing airplanes
- * air-to-ground button bombs ships & ground targets.



DIP SWITCH SETTINGS

	DIP SWITCH I						DIP SWITCH II					
1	COI	ı	OFF		ON	A	CCREDITE					
_	-1	OFF	ON	OFF	ON		3		5	A	IRCRAFT	
2	2	OFF	OFF	ON	ON			**				
	Coin	1	1	1	2		BONUS POINTS					
	Credit	1	2	3	1	2	2	OFF	ОИ	OFF	ON	
							3	OFF	OFF	ОИ	ON	
3	COI	COIN SELECTOR 2				3			10000			
ر :	3	OFF	ON	OFF	ON			PTS	PTS	PTS	PTS	
4	4	OFF	OFF	ON	ON			· - · · ·				
ļ	Coin	1	1	1	2			OFF		ON		
:	Credit	1	2	3	1	4		EASY DIFFICULT				
5	OFF	DON'T CHANGE					ON					
						5	PANEL B					
6	OFF	DON'T CHANGE				6		OFF	D	DON'T CHANGE		
7	OFF	O			ONTROL	7		ODE	-	oulm o	uance.	
	TABLE	UPR	IGHT	PA	NEL		OFF DON'T CHANGE					
8	OFF	O	N	SCREEN		8	OFF DON'T CHANGE					
	TABLE	UPRIGHT										

TO CONTROL PANEL POWER SUPPLY TO SPEAKER To Com Door To MONITUR 4/2V 151 PRR START ACCELERATE GEDUND 2 Arm START HON RED HUN GREEN HON BLUE NEG. COMP. SYNC + SPEAKER SPEAKER Down RIBHT Bours Lerr COW 1 રે દેંડ (2) 3333 WHT/BLK/BRN WHT/RED WHT/BLK/BKN VIOLET WHT/BUK/BRN WHT/BLK/BEN WHT/BLK/BRN WHT/RED W#T/461 -WHT/BRN 1 WHT /ORG ORANGE -WHT/BLU WHT/BLK WHI/NO -WHT/KED WHT/624 6RAY GRAY BKN RED GRN BLU 18 PIN 2,8 18,V 1,A 8721124 8210 15 3 o 0 10 PIN

TAGO ELECTRONICS ZOAR HARNESS

T. DELGADO

1 1982 DATA EAST USA, INC

ON COCKTAIL CABINET ARE IN () PARENTIESIS

NOTE: NUMBERS SIDE OF CARD EDGE CONNECTORS GO TO COMPONENT SIDE OF PCB,

INABAL OR EQUIVALENT

LETTERS SIDE OF CARD EDGE COMUECTORS SOLDER SIDE OF PCB.

CORRESPONDING PINS FOR CONTROL PANEL 2

